

200

```

<?xml version="1.0"?>
<Schema targetNamespace="urn:dmp:schema:20030310" xmlns:dmp="urn:dmp:schema:20030310"
  xmlns:mpeg7="urn:mpeg:mpeg7:schema:2001" xmlns="http://www.w3.org/2001/XMLSchema"/>
<import namespace="urn:mpeg:mpeg7:schema:2001" schemaLocation="/Mpeg7-2001.xsd"/>

<complexType name="DMPMLBaseType" abstract="true">
  <complexContent>
    <restriction base="anyType"/>
  </complexContent>
</complexType>

<complexType name="DMPMLType" abstract="true">
  <attribute name="id" type="ID" use="optional"/>
  <attribute ref="xml:lang" use="optional"/>
</complexType>

<element name="DMPML">
  <complexType>
    <complexContent>
      <extension base="dmp:DMPMLType">
        <sequence>
          <element ref="Dramatics" type="dmp:DramaticType" minOccurs="0"/>
          <element ref="Screenplay" type="dmp:ScreenplayType"/>
        </sequence>
      </extension>
    </complexContent>
  </complexType>
</element>

```

FIG. 2

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<element name="Dramatics" type="Dramatics"/>
<complex name="DramaticsType">
  <sequence>
    <element name="DirectorName" type="string" minOccurs="0"/>
  </sequence>
  <attribute name="touch"> ~ 301
    <simpleType>
      <restriction base="string">
        <enumeration value="Movie"/> ~ 303
        <enumeration value="TV Drama"/> ~ 304
        <enumeration value="Theatrical"/> ~ 305
        <enumeration value="News"/> ~ 306
        <enumeration value="Sports"/> ~ 307
        <enumeration value="Animation"/> ~ 308
        <enumeration value="CF"/> ~ 309
      </restriction>
    </simpleType>
  </attribute>
  <attribute name="genre"> ~ 302
    <simpleType>
      <restriction base="string">
        <enumeration value="S.F."/> ~ 310
        <enumeration value="Horror"/> ~ 311
        <enumeration value="Action"/> ~ 312
        <enumeration value="Comedy"/> ~ 313
        <enumeration value="Sitcom"/> ~ 314
      </restriction>
    </simpleType>
  </attribute>
</complexType>

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FIG. 3

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<element name="Screenplay" name="ScreenplayType">
<complexType name="ScreenplayType">
  <sequence>
401 ——— <element name="Title" type="mpeg7:TitleType"/>
402 ——— <element name="Author" type="string" minOccurs="0"/>
403 ——— <element name="Copyright" type="mpeg7:UniqueIDType" minOccurs="0"/>
         <sequence minOccurs="unbounded">
404 ——— <element ref="Transition" type="dmp:TransitionType" minOccurs="0"/>
405 ——— <element ref="Scene" type="dmp:SceneType" minOccurs="0"/>
         </sequence>
       </sequence>
       <attribute name="id" type="ID" use="optional"/>
     </complexType>

    <element name="Scene" name="SceneType">
    <complexType name="SceneType">
      <sequence>
406 ——— <element ref="Slugline" type="dmp:SluglineType"/>
         <sequence minOccurs="unbounded">
407 ——— <element ref="SceneDirections" type="dmp:SceneDirectionsType" minOccurs="0"/>
408 ——— <element ref="Dialogue" type="dmp:DialogueType" minOccurs="0"/>
         </sequence>
       </sequence>
       <attribute name="no" type="positiveInteger"/>
     </complexType>

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FIG. 4

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<element name="Transition" name="TransitionType"/>
<complexType name="TransitionType">
  <complexContent>
    <restriction base="anyType">
      <attribute name="type">
        <simpleType>
          <restriction base="string">
            <enumeration value="FADE IN:"/> 501
            <enumeration value="FADE OUT:"/> 502
            <enumeration value="CUT TO:"/> 503
            <enumeration value="CUT BACK TO:"/> 504
            <enumeration value="DISSOLVE TO:"/> 505
            <enumeration value="MIX TO:"/> 506
            <enumeration value="LIGHTS UP:"/> 507
            <enumeration value="WIPE TO:"/> 508
            <enumeration value="ZOOM IN:"/> 509
            <enumeration value="ZOOM OUT:"/> 510
          </restriction>
        </simpleType>
      </attribute>
    </restriction>
  </complexContent>
</complexType>

```

FIG. 5

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<element name="Slugline" name="SluglineType">
  <complexType name="SluglineType">
    <sequence>
      <element name="BasicLocation" type="mpeg7:TextualType"/> 601
      <element name="Time" type="time" minOccurs="0"/> 602
    </sequence>
    <attribute name="place"/> 603
  </complexType>
  <restriction base="string">
    <enumeration value="INT"/> 605
    <enumeration value="EXT"/> 606
    <enumeration value="I/E"/> 607
  </restriction>
</simpleType>
</attribute>
<attribute name="timeOfDay"/> 604
</simpleType>
  <restriction base="string">
    <enumeration value="DAY"/> 608
    <enumeration value="NIGHT"/> 609
    <enumeration value="DAWN"/> 610
    <enumeration value="DUSK"/> 611
    <enumeration value="CONTINUOUS"/> 612
    <enumeration value="MORNING"/> 613
    <enumeration value="AFTERNOON"/> 614
    <enumeration value="EVENING"/> 615
    <enumeration value="SUNRISE"/> 616
    <enumeration value="SUNSET"/> 617
    <enumeration value="LATER"/> 618
    <enumeration value="MOMENTS LATER"/> 619
    <enumeration value="SAMETIME"/> 620
  </restriction>
</simpleType>
</attribute>
</complexType>

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FIG. 6

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<element name="SceneDirections" name="SceneDirectionsType">
<complexType name="SceneDirectionsType">
<sequence>
  <element ref="Action" type="dmp:ActionType" maxOccurs="unbounded"/> ~ 701
</sequence>
</complexType>

<element name="Action" name="ActionType">
<complexType name="ActionType">
<sequence>
  <element name="Text" type="mpeg7:TextualType" maxOccurs="unbounded"/>
  <choice minOccurs="0"> ~ 702
    <element name="Structure" type="mpeg7:StructuredAnnotationType"/>
    <element name="Phrase" type="mpeg7:DependencyStructurePhraseType"/>
  </choice>
</sequence>
</complexType>
704

```

FIG. 7

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<element name="Dialogue" name="DialogueType">
  <complexType name="DialogueType">
    <complexContent>
      <extension base="mpeg7:TextualType">
        <attribute name="characterName" type="string"/> 801
        <attribute name="characterExtension" use="optional"/> 802
      </extension>
      <restriction base="string">
        <enumeration value="O.S."/> 804
        <enumeration value="V.O."/> 805
        <enumeration value="CONT."/> 806
        <enumeration value="CONT'D"/> 807
      </restriction>
    </complexContent>
  </complexType>
</attribute>
<attribute name="mannerOfSpeaking" use="optional"/> 803
</simpleType>
<restriction base="string">
  <enumeration value="whispers"/> 808
  <enumeration value="joking"/> 809
  <enumeration value="not joking"/> 810
  <enumeration value="calm"/> 811
  <enumeration value="very calm"/> 812
  <enumeration value="excited"/> 813
  <enumeration value="reverently"/> 814
  <enumeration value="loudly"/> 815
  <enumeration value="lovingly"/> 816
  <enumeration value="yelling"/> 817
  <enumeration value="muttering"/> 818
  <enumeration value="to other person"/> 819
  <enumeration value="shouting to other person"/> 820
  <enumeration value="saluting other person"/> 821
  <enumeration value="continuing"/> 822
  <enumeration value="into the phone"/> 823
</restriction>
</simpleType>
</attribute>

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FIG. 8

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<attribute name="cameraShot" use="optional"> ~ 901
</simpleType>
  <restriction base="string">
    <enumeration value="C.U."/> ~ 904
    <enumeration value="CLOSE UP"/> ~ 905
    <enumeration value="CLOSE SHOT"/> ~ 906
    <enumeration value="MED. SHOT"/> ~ 907
    <enumeration value="MEDIUM SHOT"/> ~ 908
    <enumeration value="LONG SHOT"/> ~ 909
    <enumeration value="WIDE SHOT"/> ~ 911
    <enumeration value="TWO - SHOT"/> ~ 912
    <enumeration value="EXTREME CLOSEUP"/> ~ 913
    <enumeration value="EXTREME LONG SHOT"/> ~ 914
    <enumeration value="MOVING"/> ~ 915
    <enumeration value="MOVING SHOT"/> ~ 916
  </restriction>
</simpleType>
</attribute>
<attribute name="cameraMovement" use="optional"> ~ 902
</simpleType>
  <restriction base="string">
    <enumeration value="DOLLY IN"/> ~ 917
    <enumeration value="DOLLY OUT"/> ~ 918
  </restriction>
</simpleType>
</attribute>
<attribute name="cameraPosition" use="optional"> ~ 903
</simpleType>
  <restriction base="string">
    <enumeration value="P.O.V."/> ~ 919
    <enumeration value="REVERSE P.O.V."/> ~ 920
  </restriction>
</simpleType>
</attribute>
</extension>
</simpleContent>
</complexType>
</schema>

```

FIG. 9

1000

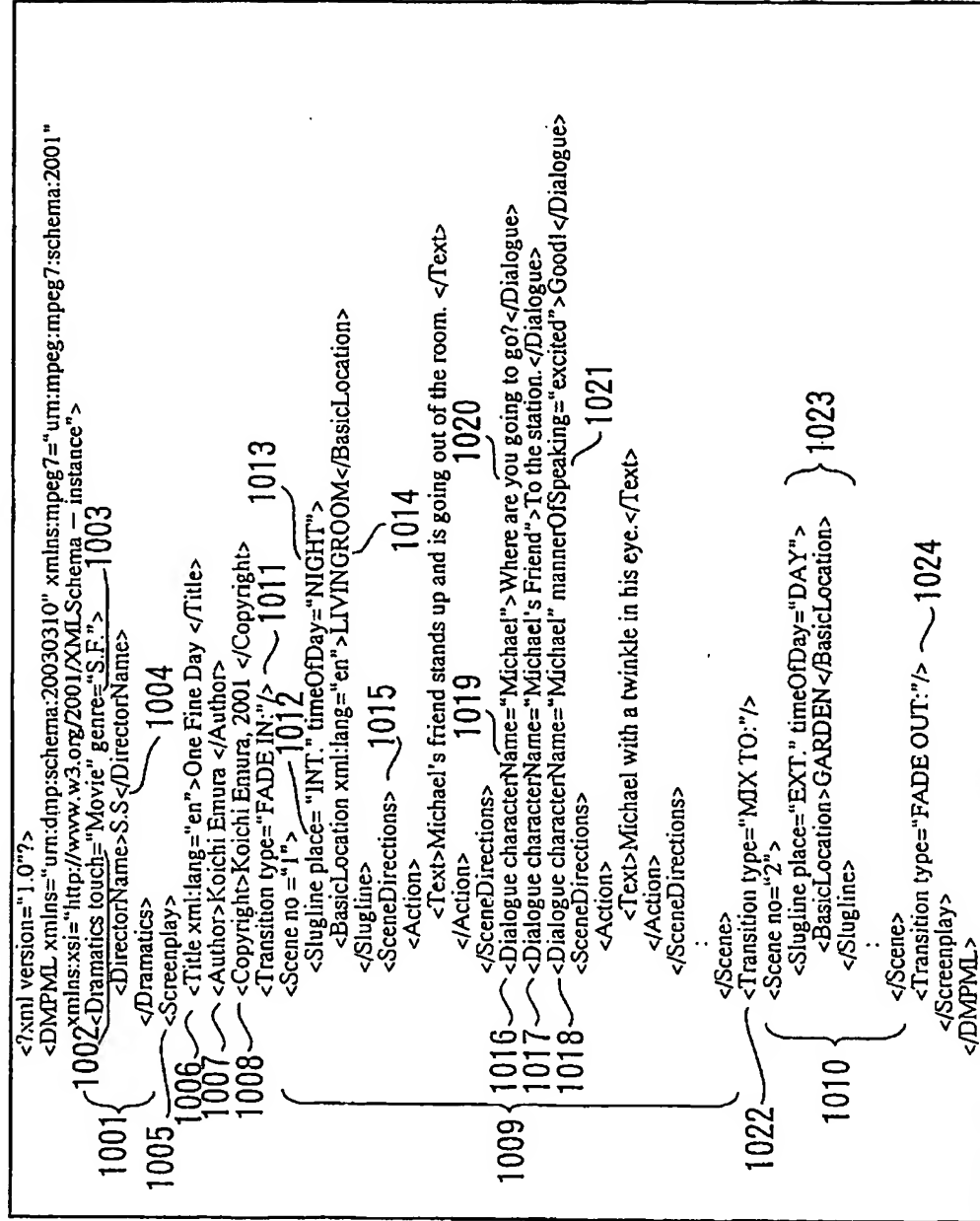


FIG. 10

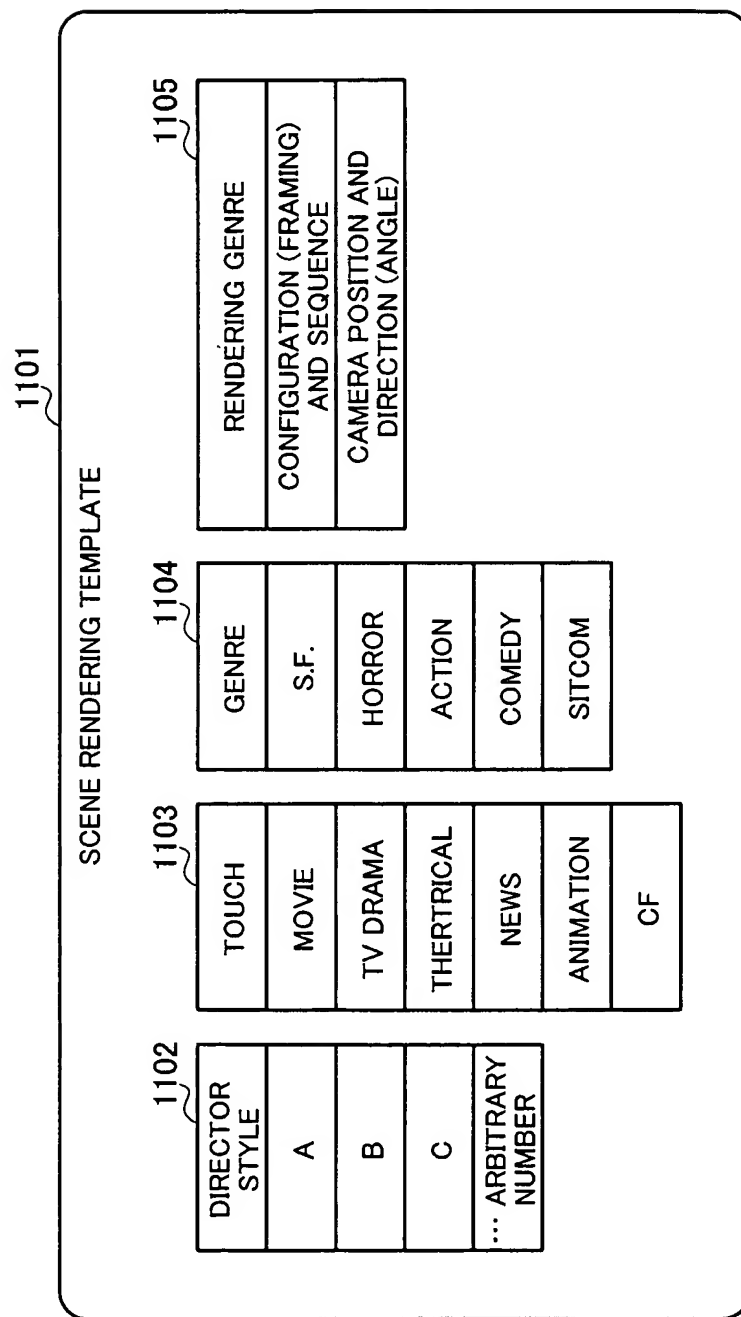


FIG.11

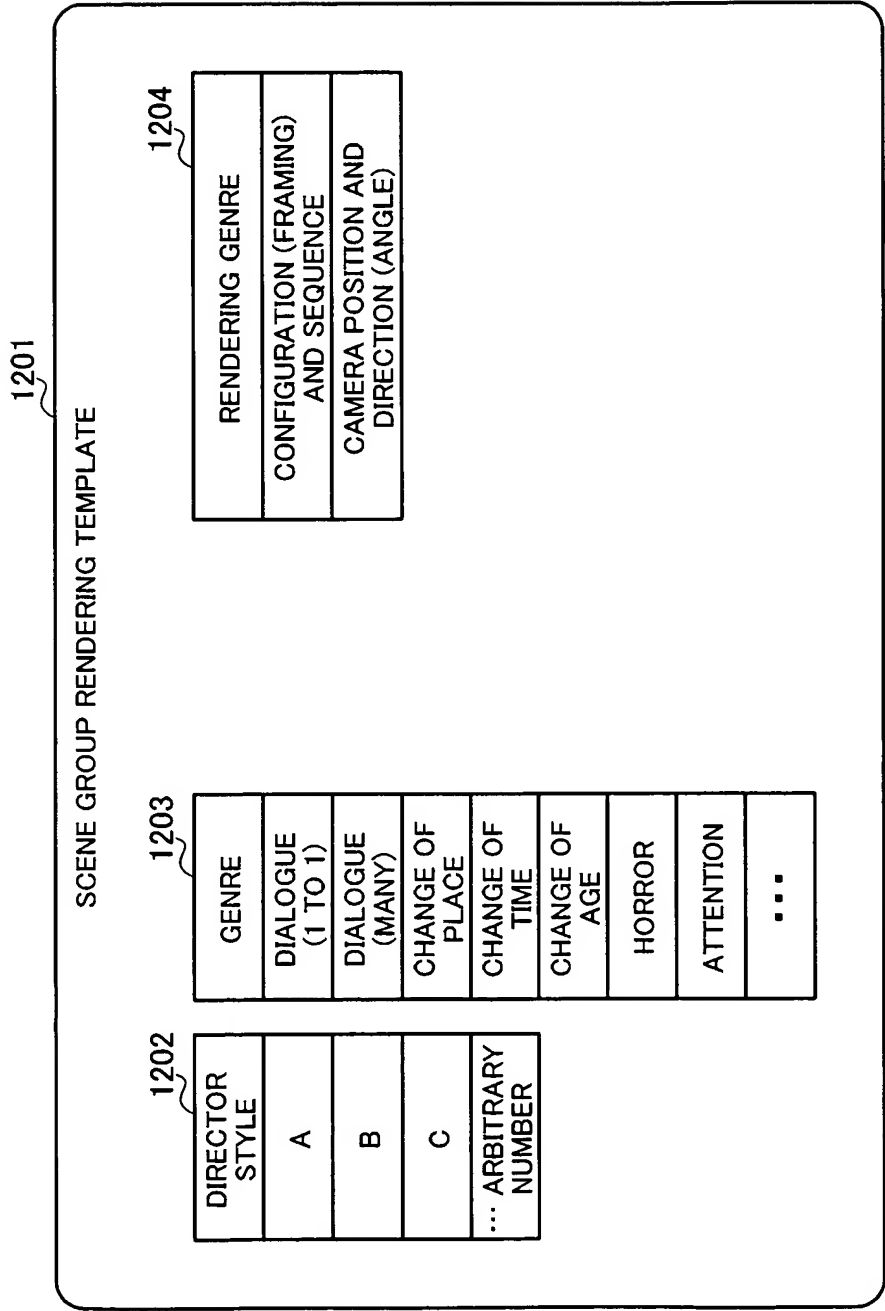


FIG.12

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1300	1301		1302	
	TOUCH	RENDERING GENRE		
	MOVIE	CONFIGURATION (FRAMING) AND SEQUENCE		
		CAMERA POSITION AND DIRECTION (ANGLE)		
	TV DRAMA	CONFIGURATION (FRAMING) AND SEQUENCE		
		CAMERA POSITION AND DIRECTION (ANGLE)		
	...			

FIG.13

1400	1401		1402	
	GENRE	RENDERING GENRE		
	S.F.	CONFIGURATION (FRAMING) AND SEQUENCE		
		CAMERA POSITION AND DIRECTION (ANGLE)		
	HORROR	CONFIGURATION (FRAMING) AND SEQUENCE		
		CAMERA POSITION AND DIRECTION (ANGLE)		
	...			

FIG.14

1500

1500	1501		1502	
	DIRECTOR STYLE	RENDERING GENRE		
	A	CONFIGURATION (FRAMING) AND SEQUENCE		
		CAMERA POSITION AND DIRECTION (ANGLE)		
	B	CONFIGURATION (FRAMING) AND SEQUENCE		
		CAMERA POSITION AND DIRECTION (ANGLE)		
...				

FIG.15

1600

1602		1602		1603	1604
DIRECTOR STYLE	RENDERING GENRE	TOUCH	GENRE		
A	CONFIGURATION (FRAMING) AND SEQUENCE	MOVIE	S.F.		
		TV DRAMA	S.F.		
		ANIMATION	ACTION		
	CAMERA POSITION AND DIRECTION (ANGLE)	MOVIE	S.F.		
		TV DRAMA	S.F.		
B	...		ANIMATION	ACTION	

FIG.16

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1700

1701 SCENARIO ACTION	1702 SHOT GROUP GENRE	1703 SHOT GROUP ADAPTABILITY RATIO
RIDE BICYCLE	FULL SHOT FROM RIGHT OF PERSON	50/100
	FULL SHOT FROM FRONT OF PERSON	30/100
	LONG SHOT	20/100
START OF SCENE	LONG SHOT	100/100

FIG.17

1800

1801 SCENARIO ACTION	1802 SHOT GROUP GENRE	1803 SHOT GROUP ADAPTABILITY RATIO
RIDE BICYCLE	WAIST SHOT	20/100
...		

FIG.18

1900

1901 SCENARIO ACTION	1902 SHOT GROUP GENRE	1903 SHOT GROUP ADAPTABILITY RATIO
RIDE BICYCLE

FIG.19

2000

2001		2002		2003		2004		2005
SCENARIO ACTION	SHOT GROUP GENRE (PRECEDING SCENE)	SHOT GROUP GENRE (CORRESPONDING SCENE)	SHOT GROUP GENRE (FOLLOWING SCENE)	SHOT GROUP GENRE (FOLLOWING SCENE)	SHOT GROUP ADAPTABILITY RATIO			
RIDE BICYCLE	LONG SHOT	FULL SHOT FROM FRONT OF PERSON	WAIST SHOT	50/100				
	WAIST SHOT	FULL SHOT FROM RIGHT OF PERSON	LONG SHOT	30/100				
...								

FIG.20

2100

SCENARIO ACTION	SHOT GROUP GENRE	SHOT GROUP ADAPTABILITY RATIO
EXPLANATION OF PLACE	WIDE SHOT	10/10
	SHOW AROUND	10/10
DIALOGUE	WAIST SHOT	40/100
	TWO SHOTS	30/100
	OVER THE SHOULDER SHOT	30/100
ACTION	CLOSE UP	10/10
THRILLING SCENE	RABBIT PAN	50/100
	SWITCHING OF SHOTS AT SHORT INTERVALS	30/100
	REDUCE SPACE BEFORE PERSON	20/100
SCENE TO BE FOCUSED	FOCUS	10/10
	ZOOM IN	10/10

FIG.21

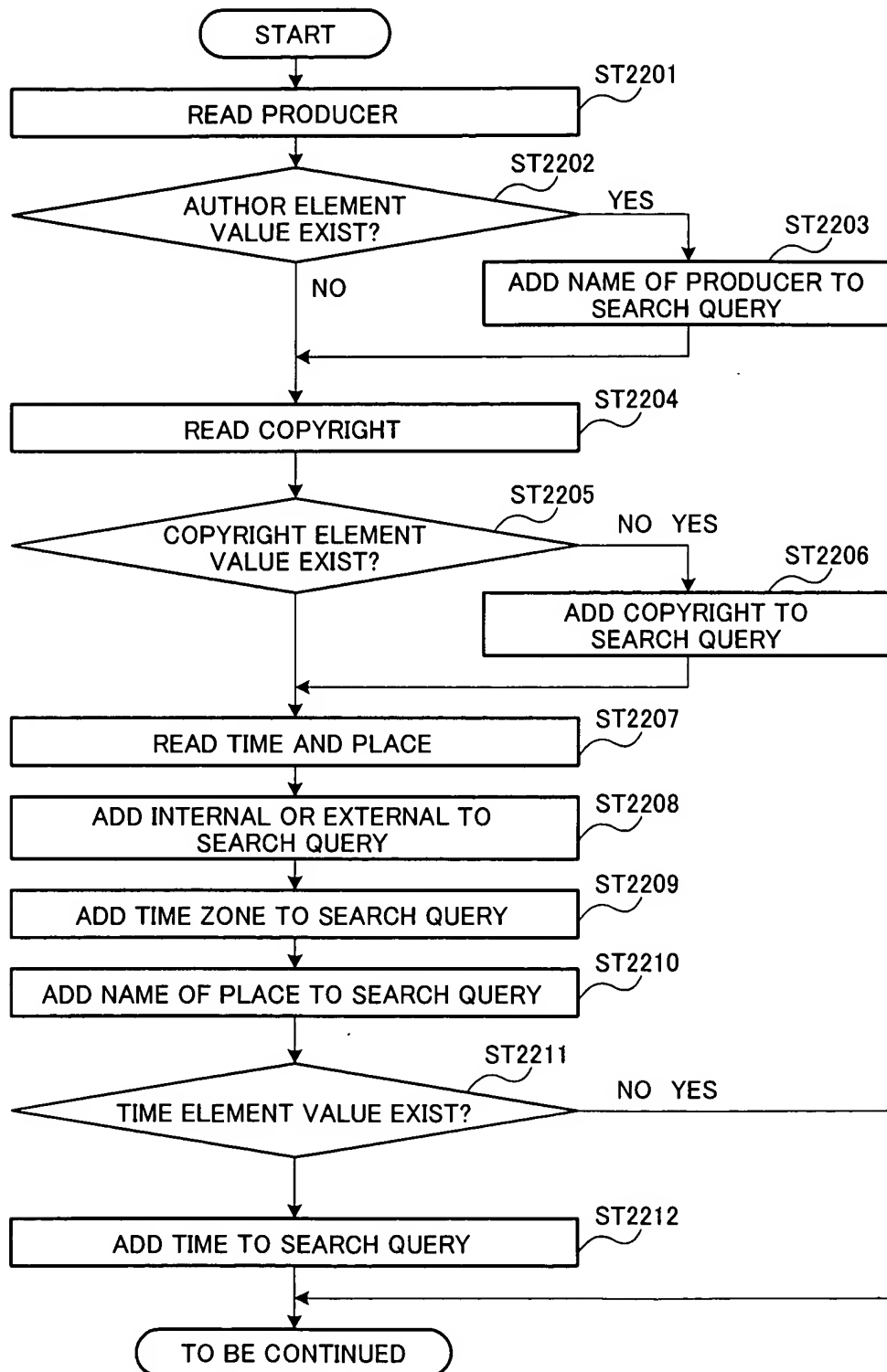


FIG.22

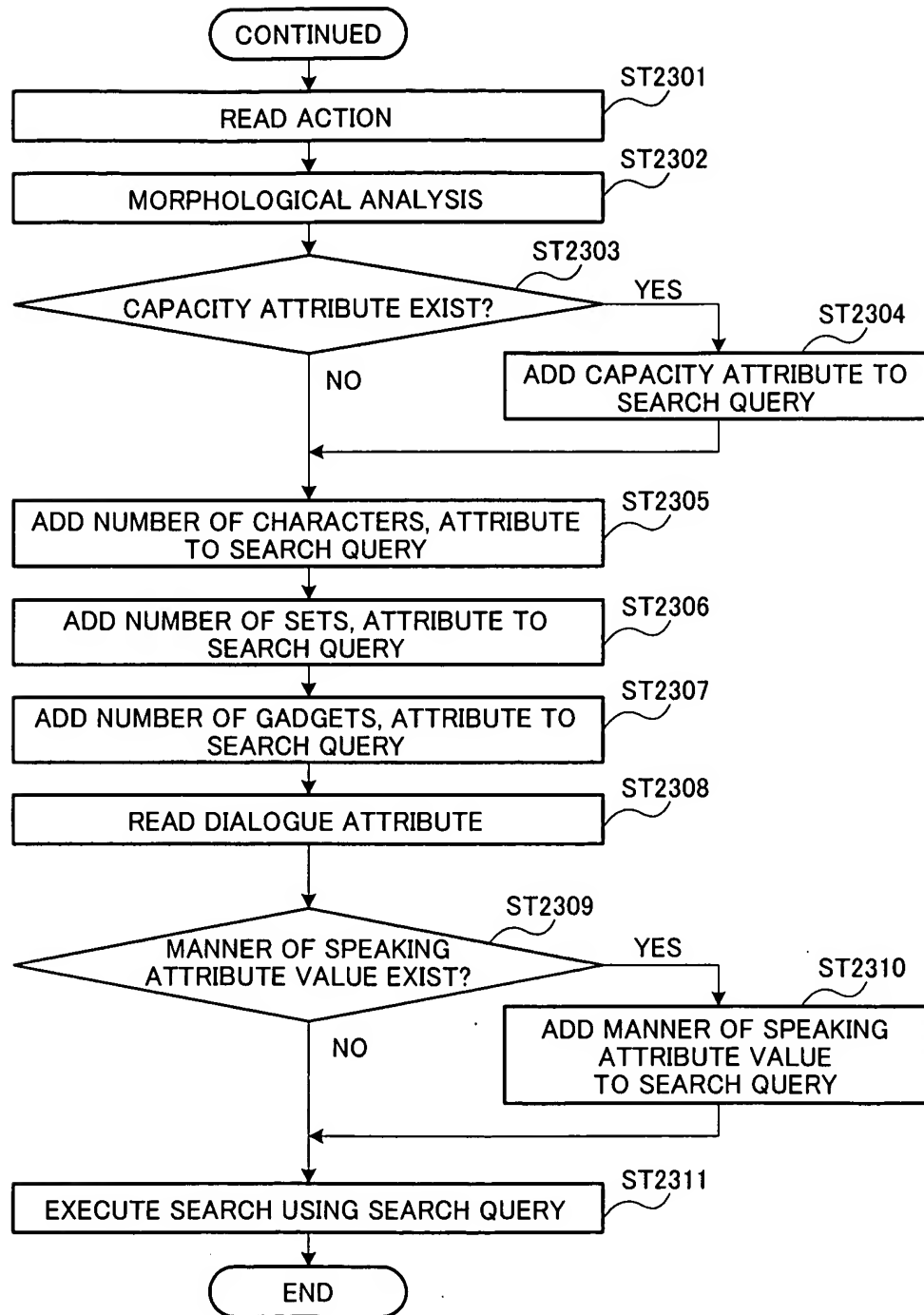


FIG.23

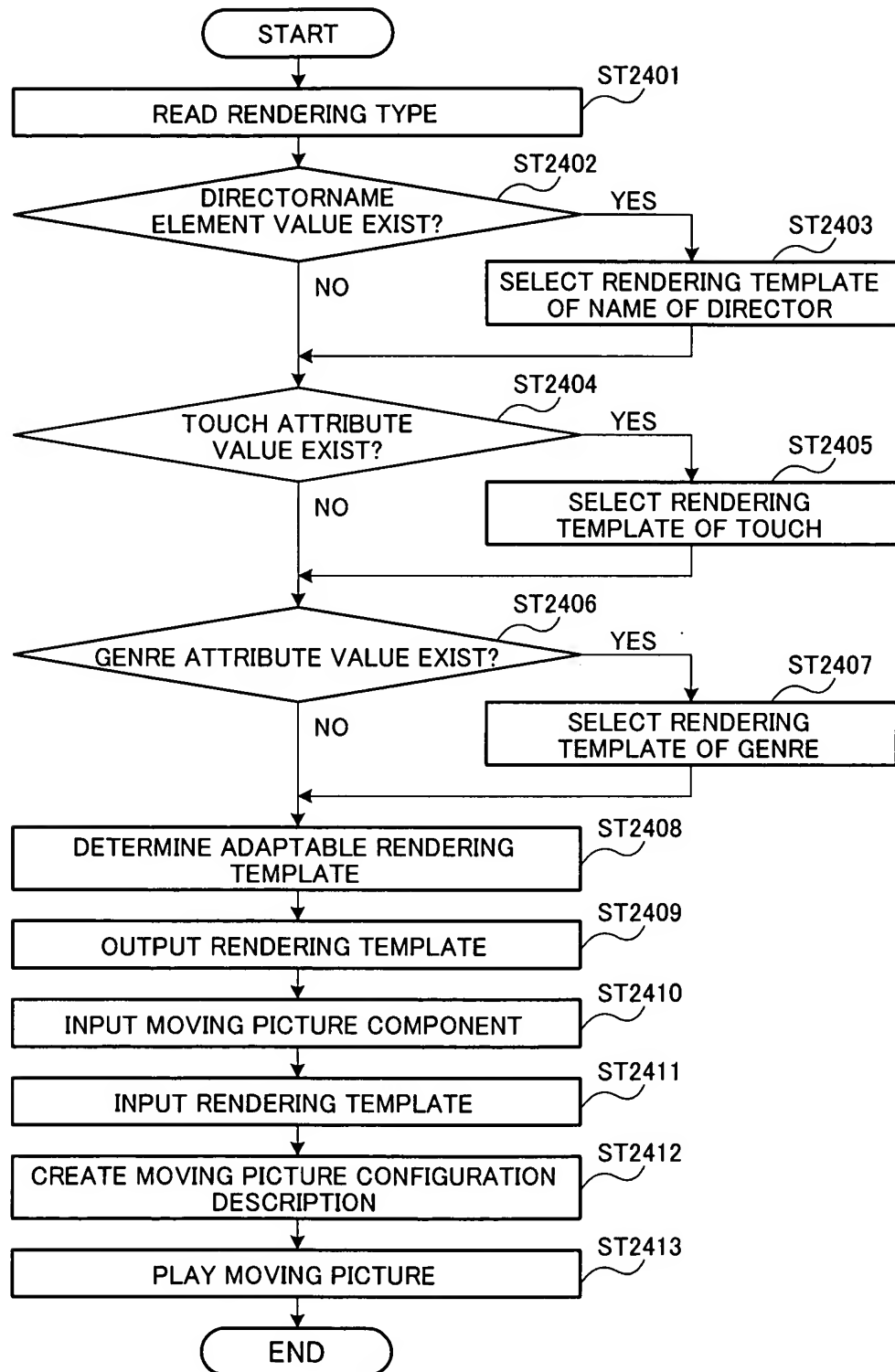


FIG.24

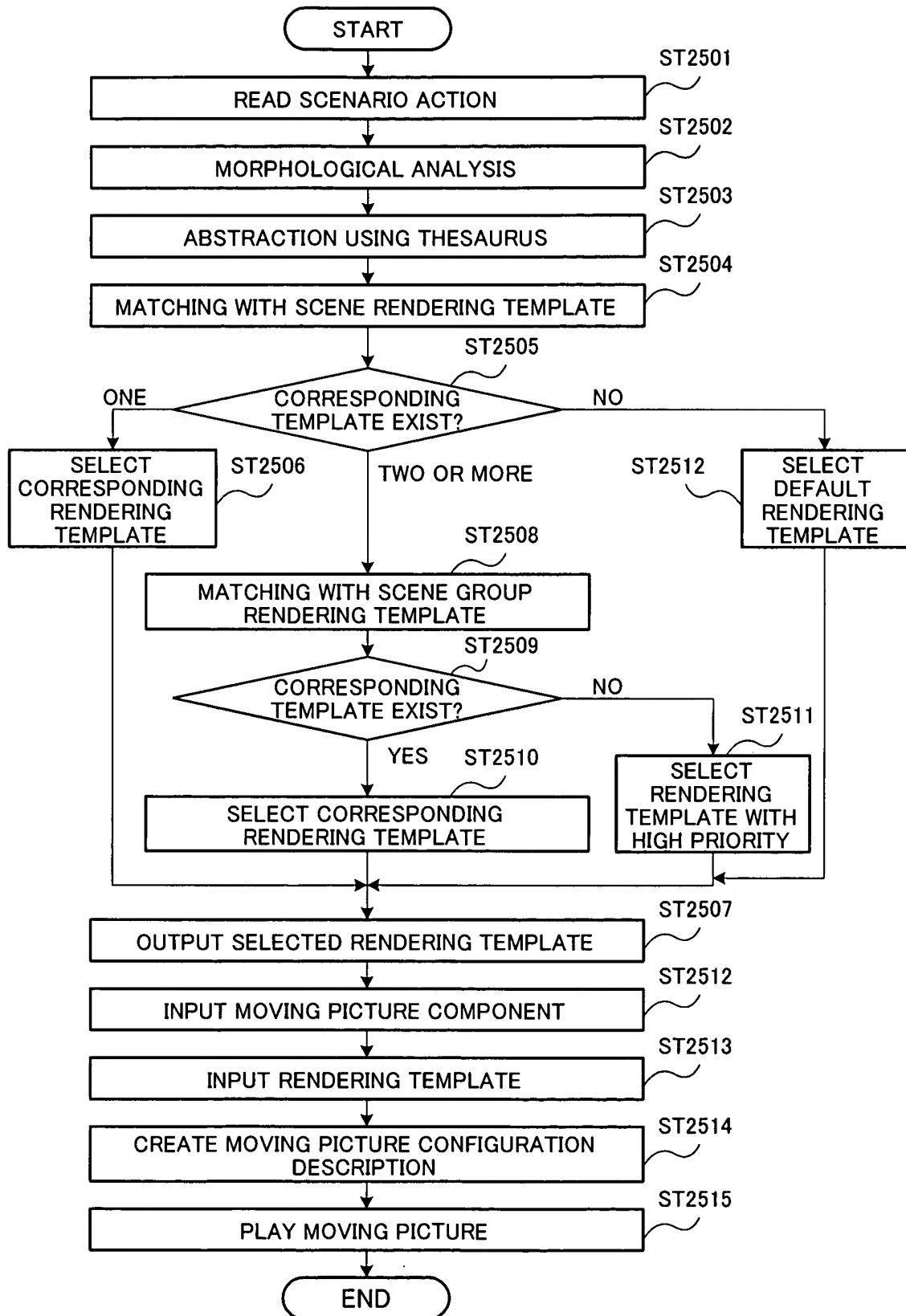


FIG.25